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WICKED TRAPPER:
HUNTER OF HEROES
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INTRODUCTION

Wicked Trapper: Hunter of Heroes

In one world, there is a game developer. Well, former developer. His name is Echizen Souta. Once famous online as the "God Trapper" , his proficiency for unreasonably difficult dungeons has infuriated the players of Yami-Yami Software's latest game. Irritated by the two-faced nature of his colleagues, he quit, only to fall into a portal in the ground immediately after.

In another world, there is a demon princess. She is the daughter of the late demon king. Her father was a kind king, who sought peace before humans and monsters. It was for these ideals that the Royal Hero Army attacked. The 9-horned princess Baphomet was kidnapped, while the incompetent 1-horned princess Sophilia was forced to hide in a low-level dungeon. Some time later, a small party of "heroes" invaded the dungeon in search of her. Short of options, they use a forbidden magic to summon a powerful warrior from another world. Due to an unfortunate misunderstanding, they got Souta instead.

Though they manage to survive this tribulation with the unique magic awakened in Souta, they are far from out of the woods as increasingly deadly foes invade their domain. Sophilia and her people will come to realize not only how woefully outmatched they are in power, but how outnumbered they are by humans and demons alike who see the Demon King's ideals as a nuisance.

In time, she may come to uncover the truth of her sister's disappearance, as well as the reason for her own pitiful strength in spite of her heritage. Take these 1000 Magic Particles to help you. You'll be here for 10 years.

ORIGINS

Choose any age, gender, and location appropriate for your origin.

⚙ DROP IN - FREE

Perhaps another visitor from Souta's Earth? Perhaps you were summoned in place of Souta? Perhaps a wandering traveler of worlds? Perhaps just a regular human or demon with no particular attachment to your species. You arrive in this world without any history, or at least none you care to speak of.

⚿ DEMON - FREE

Without the 9-horned Demon King or his daughter Baphomet, demons had no hope of fending off the Royal Hero Army, causing your kind to scatter across the land. Whether you pursue the Demon King's ideals or use your power to pick on the weak, only your own strength can guarantee your survival.

⛨ HUMAN - FREE

The only just world is a human world. If demons wish to exist, those savages need to gratefully accept their place as humanity's lessers. Well, that's what the heroes like to espouse. On one hand, human settlements are safe from demon attack, on the other hand, the Heroes are far worse than the demons ever were.

⛓⚔⛓ GENERAL PERKS ⛓⚔⛓

⛓ CLASS / HORNS - VARIABLE PRICE

Humans and demons both converged on a system where might makes right. "Might" in this case refers to both physical and magical power. In the case of demons, this is represented by the number of horns. As a rule of thumb, you can easily kill anyone 2 or more levels below you in barely an instant.

1 HORN / LOW CLASS - +200MP - The lowest of the low. This is the level of a villager with no combat experience or an average human from Earth.

2 HORNS / MIDDLE CLASS - FREE - The strength of an average hero from this world, roughly the level of an Earth human of above-average fitness.

3 HORNS / HIGH CLASS - 100MP - A hero/demon of renown. You could easily clear a dungeon that five middle-class heroes would lose their life to.

4 HORNS / ROYAL CLASS - 200MP - You are a true elite. You could cut through iron with your bare-hands. You can expect to easily gather followers.

5 HORNS / LEGEND CLASS - 400MP - A one-man army. Your mere existence is a deterrent against attacking any settlement even close to you.

⛓ MAGNIFICENT MAMMARIES - 100MP

You are absolutely stunning, an object of immense desire and envy, for better or worse. You can choose whether this manifests as more realistic proportions, or those you'd expect to see in the drawn pornography of Japan.

⛓ DIMENSIONAL TELEPORTATION – 300MP / 500MP

This secret spell allows you to scry into adjacent dimensions, looking for a "hero" meeting your criteria. The rumors and legends of that person will be the basis of this scrying, which you will also be informed of before going through with the summoning. However, this doesn't account for context or hyperbole. After all, tales of a wizened wizard who has killed thousands with their spells, takes on a very different meaning without the context that these rumors are exclusively referring to actions within an MMO.

Once a suitable outsider has been found, you may summon them into your dimension. You also know the ritual to return a summoned individual to their original world, but if they received any power from someone or something in the current world, they will be bound to it, and can't be sent back this way. For 300MP you may only use the summon and return spell once per jump, or every 10 years. For a full 500MP, you may cast either spell however many times you wish, as long as you have the magic power to spare.

⛓⚙⛓ DROP IN PERKS ⛓⚙⛓

100 CP perks free and all others half-off for Drop Ins.

⚙ ALL ACCORDING TO PLAN - 100MP

Deception has always come naturally to you. You can devise elaborate traps, schemes, and bluffs in the blink of an eye. Your experience with deception also improves your ability to sense when someone else intends to betray you.

⚙ FAIR GAME - 100MP

When you see firsthand how despicable someone is, they make absolutely sure you know how justified it would be to kill them. They'll make all kinds of ugly faces while ranting about how much they love rape, murder, extortion, etc.

⚙ PEASANT ASSETS - 200MP

You have an odd luck where enemies of your preferred sex will constantly find excuses to have sex with you, even if they are indifferent or actively hate you. This doesn't apply to those with genuinely innocent personalities, and this doesn't stop people from killing you after they're done molesting you.

⚙ TEMPTATION - 200MP

You have this odd way of inflating the sins of others to the point of stupidity. Business owners will fall for even the stupidest deals as their greed makes them forget all their business acumen. Lecherous adventurers will gladly join this horned woman for a quickie, even in the middle of enemy territory, etc.

⚙ MYSTIC MICROMANAGING - 400MP

You have a great deal of control over how any mystical abilities manifest. You can make tradeoffs to make such powers better or worse in specific ways. Maybe your constructs are cheaper but more fragile, or stronger but with less range, etc. You're also generally more creative when using magic abilities.

⚙ HUNTER OF HEROES - 400MP

Your reputation has a weird way of spreading into adjacent dimensions or even between Jumps. This reputation is always distorted in a way that makes the most sense for the setting. If you've slain 100 orcs in a fantasy world, a modern world might interpret that as 100 gangsters or gorillas, etc.

⚙ DEVIL IN THE MACHINE - 600MP

Once per jump, if you find yourself up against an immediate threat that you have no hope of defeating, your allies will often manage to pull new powerups out of their ass at the last second. This won't benefit you directly unless you're somehow linked to them. The long-term consequences of powers unlocked in this way will go away on their own over time, even if they aren't supposed to.

⚙ WICKED TRAPPER - 600MP

Marked by a gear pattern in one of your eyes, you are able to use miasma to create any trap you can imagine within your line of sight. Unlike Souta, your miasma reserves will slowly replenish on its own. The less miasma you spend on a trap, the smaller and more fragile it is. You can spend extra miasma to observe distant locations to use this remotely. See Notes for more details.

⛓⚿⛓ DEMON PERKS ⛓⚿⛓

100 CP perks free and all others half-off for Demons.

⚿ MIGHT OR RIGHT - 100MP

Should you rule your underlings through kindness, they will come to love you like family. Should you rule through power, even prideful oni will cower at your gaze. Underlings can still lash out if backed into a corner.

⚿ EYE OPENER - 100MP

You have a way of blasting through people's preconceptions. Even if they've been drowned in propaganda all their life to hate you specifically, a clear enough display of goodwill can make even these people give you a fair chance.

⚿ VAMPIRIC - 200MP

Choose a specific substance produced by the body. Flesh, blood, semen, etc. As long as you have an external source of this, you have no need for food, water, or even sleep. The more starved you are, the easier it is to extract this in large quantities. To the point you could drain most weaklings dry in seconds.

⚿ CORKED BOTTLE - 200MP

You are able to seal away the power of yourself or others into accessories. They must be unconscious or otherwise incapacitated to seal. You can break the seal yourself, but the one affected can eventually break the seal through a sufficient mental shock. Hypnotic effects can hurry this process along.

⚿ KEEP DREAMING - 400MP

You are a purebred succubus. Not only does this grant inhuman sexual technique, your gaze can put someone in a dreamlike state. In doing so, you release their brain's dopamine limiters. This level of pure pleasure is several times more addictive than any drug and can quickly destroy the brain.

⚿ REFINING - 400MP

A small part of your body like your heart, fist, dick, etc. has been enhanced to be strong enough to casually split solid steel. Its natural functions have been similarly enhanced, like mind-breaking aphrodisiac semen or a deafening heartbeat. You have an easier time focusing powers through this body part.

⚿ STIGMATA - 600MP

By sacrificing a significant portion of your mystic energies through your mouth, you can infuse it into a living being. For simple beasts, this can heal almost any injury by mutating them into a monster. For intelligent beings like humans, this awakens a Stigma, a unique personal magic ability that is fueled by the energy you emit, requiring them to stay close to you.

⚿ MUTANT - 600MP

You are an almost unprecedented anomaly. Take whatever option you chose for Horns/Class, and add five horns to it. This increases your physical and magic power proportionally. With this, it's possible to obtain a full 10 horns. In this case, your power would be enhanced to the point you could casually destroy entire cities, or armies of Royal Knights, with a single spell.

⛓⛨⛓ HUMAN PERKS ⛓⛨⛓

100 CP perks free and all others half-off for Humans.

⛨ DODGED A BULLET - 100MP

You are a master at avoiding execution. Even superiors notorious for killing underlings for the smallest mistakes will be oddly merciful and patient with you, as long as you have a reasonable excuse for your failure or cowardice.

⛨ GREY LOGIC - 100MP

You have a special skill for turning off your empathy towards certain groups or in certain situations. By spending enough time with you, you can even engrave your double standards into those around you.

⛨ VETERAN - 200MP

You're no stranger to dungeons. Navigating mazes and traps while managing a party comes naturally to you. This also comes with the ability to sense magic. This is handy for detecting magic illusions, invisible enemies, or even in the middle of battle, as you perceive the direction of spells the instant they're cast.

⛨ MIGHT AS WELL BE HENTAI - 200MP

Humans in this world tend to be really, really horny. You find that your raw power and combat skill translates directly into sexual ability. The reverse is also true to a lesser extent. You can modify spells or martial arts techniques into a form that can induce mind-blowing pleasure.

⛨ POWER IN NUMBERS - 400MP

You are a master instructor. Once they've been through your hellish training, your army will act with robotic precision. Not only that, as long as they all know a spell, they can cast it as a group. With just a few dozen people, a simple fireball becomes a supernova that can erase a dungeon in an instant.

⛨ WHITE MAGE - 400MP

You excel in all forms of magic. From fireballs, bindings, tracking, opening locks, and more. Your specialty is holy magic. You can unleash all manner of attacks that do devastating damage to monsters or create fields that nullify demonic magic. You also gain the ability to smell the miasma demons emit.

⛨ HUMANITY, FUCK NO - 600MP

As long as you are (biologically) human and your opponent is not, you always hold a colossal advantage over them. With a single strike, you could slay a monster who slaughtered a whole party of heroes. Even those that should be your equal on paper find themselves under your boot. This has no effect on enemies who would match or surpass your power, even with this boost.

⛨ ROYAL KNIGHT - 600MP

You possess the charisma to shape a nation. As long as someone is under your protection or rulership, you can rape their wives, kick their dogs, sell their children into slavery, extort them through taxes, and as long as you have an external threat to blame their suffering on (even if you made it up), they'll actually thank you for it. That is, until your lies come to light.

⚙⚿⛨ ITEMS & ALLIES ⛨⚿⚙

One discount per tier. 100CP purchases discounted to Free.

⛓ UNDERLINGS - 100MP / 200MP / 400MP

You receive a group of two or more loyal servants who occupy a single companion slot. You may choose the size, species, and attractiveness of the group. The larger the group, the less their individual power.

CANNON FODDER - 100MP - Your group is extremely weak. On the level of a pair of beginner adventurers, or a handful of one-horned monsters.

RETAINERS - 200MP, DISCOUNT 3+ HORNS - Your group is fairly strong. On the level of a trio of two-horned monsters, or several dozen powerless sex slaves. Your troops are a force to be reckoned with.

LEGION - 400MP, DISCOUNT 5+ HORNS - Your group is absurdly strong. On the level of a pair of four-horned demons, or a small army of several dozen Royal Knights. Your troops are a force of nature.

⛓ PARTY MEMBERS - 100MP

For each purchase, you may import or create a companion with 600MP to spend or receive a slot to recruit one native of this world. In the former case, they may take any Drawbacks they wish for even more MP.

⛓ LOVE JUICES - 100MP

Best not to ask where this came from. This liquid is an inconceivable potent aphrodisiac. Just one drop can make someone's entire body more sensitive than a clitoris. Sex in this state could conceivably cause brain damage.

⛓ SIGNALING BELLS - 100MP

A common tool for adventurers. These magic tools resonate with each other, even when miles apart. When one bell is rung, the other bells will ring in response, with a different tone indicating the specific bell. You receive 9 bells.

⛓ SLIME BATH - 100MP

This peculiar type of slime wraps itself around a person to eat all the grime off their body. The experience is both thorough and pleasurable. The slime clearly gets a thrill out of the act and isn't picky with who or what it washes.

⛓ FINEST ALE - 100MP

Several large jugs filled with alcohol fit for an oni. As you'd imagine, it is quite potent. Those who over-indulge in it have a tendency to pass out after only a few cups. It's not poisoned or anything, it's just that strong.

⛓ MIASMA CRYSTAL - 200MP

A bag holding a dozen small miasma shards. For any powers or spells that draw from demonic energies, biting down on these will give the next spell a significant, if brief, power boost before breaking. Replenishes monthly.

⛓ HOT SPRING - 200MP

A large cavern containing a natural hot spring can be found pretty much anywhere that such a large formation could reasonably be. It is soothing to both the body and mind but doesn't have any particularly unusual properties.

⛓ ADVENTURER'S CART - 200MP

This simple wooden cart contains a large supply of all the consumables and tools you'd need to raid a dungeon. From healing and mana potions, food, spare clothes, lockpicks, etc. Replenishes at the start of any adventure.

⛓ RAINCOAT - 200MP

This adorable coat has the ability to conceal the wearer's aura, no matter its nature or strength. While wearing this, you'll just feel like any other human. This doesn't change your appearance, so try to keep any unusual traits hidden.

⛓ FALLEN KINGDOM - 400MP

You are the descendent of the late demon king, or a similar fallen monarch. Their kingdom is in shambles, but perhaps you can change that. You will find yourself in a similar situation in future jumps, tied to a fallen kingdom you may either ignore or restore to its former glory under your leadership.

⛓ BROTHEL - 400MP

You are the proprietor of your own monster brothel. You may choose whether it is a conventional brothel, or if it functions akin to the hostess clubs of Earth, or a mix of both. Human clients will treat the monster workers cordially, even if similar monsters don't exist or are actively hated in the current world.

⛓ GUILD HALL - 400MP

You are the owner of your own branch of the adventurer's guild. Even in future worlds, this building will attract powerful and eccentric warriors. Even if such a thing isn't normal for the current world, you'll never run out of paid requests from the locals of varying levels of danger and difficulty.

⛓ DUNGEON - 400MP

Your own dungeon. A perfect place to lay low, or just practice your sword skills. Only you and those you tell will be able to find this dungeon. Even in future worlds, the longer you go without clearing out the dungeon, the more powerful monsters will show up within, even in worlds without monsters.

⛓☹⛓ DRAWBACKS ⛓☹⛓

No Drawback cap.

⛓ HIERARCHICAL - +100MP

You suffer from either a crippling inferiority or superiority complex. In either case, it is very easy for others to take advantage of this to manipulate you.

⛓ SHORT SIGHTED - +100MP

You are either absurdly naive, allowing people to easily take advantage of you, or completely depraved, allowing your own desires to cloud your reason.

⛓ FOUNT OF LIES - +100MP

No matter how reasonable the explanation, people always jump to the worst assumptions about you and lash out before even attempting to hear you out.

⛓ FINDOM - +200MP

You've become emotionally dependent on a woman with a twisted personality. They are more than willing to extort you for all you're worth.

⛓ SINFUL - +200MP

You are blinded by one of the seven deadly sins to a comical degree. Love, loyalty, self-respect, all other priorities are a distant second to this vice.

⛓ LOST SELF - +200MP

Should you unleash a level of power significantly beyond the norm for this world, all your memories will vanish. Lost memories are refreshed post-jump.

⛓ TANTRIC TROUBLES – +300MP

You are obsessed with your own penis and have a tendency to show it off at every opportunity. If your biology normally wouldn't have a penis, well now it does. If your penis is ever damaged, your blood and any supernatural energies will rocket out of the wound. If you fail to treat this in time, you will die soon after. It also looks more like a weird black cucumber than a human penis..

⛓ DISAPPOINTMENT – +300MP

For one reason or another, all of your power from outside this jump has been sealed away. There is a way to unseal this power, such as chanting a certain spell or removing a certain accessory, but you have no clue what it is. Even if the key is actually absurdly obvious, you won't be able to put 2 and 2 together until someone else does and thoroughly explains it to you.

⛓ WITCH HUNT – +300MP

A bounty has been placed on your head by the human kingdom. They know your face and are devoting resources to tracking your every move. The silver lining is that they will initially underestimate you. This will change if you demonstrate the true danger you pose. Even if the human kingdom crumbles, whoever takes their place will inexplicably hate you just as much.

ENDINGS

GO HOME

You return to your original world. Understandable. An extended period in a place like this, around people like these, can be quite emotionally draining.

STAY HERE

You end your chain and stay in this hellhole until the end of time. Not the choice I would have made, but what do I know?

MOVE ON

You say goodbye to this world and prepare to greet another. Soon enough, this word will be nothing more than a distant memory.

NOTES

Jump by Gene.

I did not enjoy this manga. I see no point in hiding my bias.

Regarding Wicked Trapper:

As the MC's signature cheat, it's naturally the most flushed out ability in the series. Traps can be as simple as spiky balls and pitfalls or as elaborate as ornate guillotines or complex clockwork contraptions. Traps can be planted in anything, even people. The traps don't physically manifest until you touch a certain object or location that acts as the trigger, which you also freely decide.